

BIG HERO 6: THE SERIES

WHAT MAKES A HERO?

That question drives **BIG HERO 6: THE SERIES**. And that question will inform and guide our storytelling and our character development. Picking up where Disney's hit animated feature left off, this animated series continues the comedy adventures of **Hiro**, the fourteen-year-old orphaned tech genius and **Baymax**, his very special plus-sized inflatable healthcare companion.

As the new kid at San Fransokyo Institute of Technology, Hiro faces daunting academic challenges at the prestigious “nerd school” and the social trials of being the “little man on campus.” Luckily, Hiro has his brains, his ingenuity and his best friend bot to help him find his way.

But it's off campus where things get dangerous. Along with neat freak **Wasabi**, bubbly mad scientist **Honey Lemon**, fanboy **Fred** and no nonsense **Go Go**, the friends form an unlikely, but awesome super hero team – BIG HERO 6. Together they face madness and mayhem as a colorful array of science-enhanced villains threaten San Fransoyko.

“SOMEONE HAS TO HELP.”

Those were the last words Hiro's brother Tadashi said before he ran into that burning building and made the ultimate sacrifice. That is the mission statement of Hiro and his friends. Being superheroes is cool and fun, but the real reason to do it is to help people. That simple, but powerful, drive will fuel our heroes through their many adventures.

Like the movie it jumps off from, the series vision is a winning blend of humor, action, and heart.

MAIN CHARACTERS

HIRO

Hiro Hamada is a 14-year-old teen genius. He graduated high school at an amazingly young age, then he squandered his genius in the illegal, though profitable, world of underground bot fighting. The events of the movie changed Hiro and set him on a new path... two new paths actually.

He's the youngest student ever at the prestigious San Fransokyo Institute of Technology, where his motivating goal is to succeed, like his brother Tadashi did. And, as if that's not a high mountain to climb, Hiro is part of the new superhero team, BIG HERO 6. He has a lot to learn as a student and a hero.

With intelligence beyond his years, Hiro can sometimes come off as a little cocky, but beneath his adolescent snark there's a depth of emotion. He's suffered a lot of loss for a 14 year old, and that's part of what makes him determined to continue the work his brother started, helping people through technology.

It's a far cry from the dangerous street life that Tadashi pulled him away from, but part of Hiro is still comfortable in the shady world populated by the city's criminal elements. It's enough to make Aunt Cass and his friends sometimes worry that Hiro could backslide into his profitable delinquency.

Unlike the rest of the team, Hiro hasn't built a super power into his armor. Instead, he rides on Baymax, secured by magnetic pads in his hands and feet, and he takes charge. At times, he will try to invent a specific power for himself, but he will always come back to the realization that his superpower is his intelligence. His brilliant mind comes up with remarkable technological breakthroughs, but it is also what equips him to be team leader.

BAYMAX

Built by Hiro's brother Tadashi, Baymax was designed to be the ideal robotic healthcare companion of the future. Programmed with more than 10,000 medical procedures, Baymax can scan any human and provide a quick diagnosis. Using a seemingly inexhaustible arsenal of built in medical apparatuses, from defibrillator hands to antiseptic spraying fingers, Baymax is a cool head in a crisis. He will work diligently until his patient assures him that he or she is satisfied with their care.

His empathy emulation is state of the art, so he's not just a super competent medic; he also has a winning bedside manner. This is what makes Baymax such a memorable character. We always identify with him as much more than a machine. He's a lovable robot you want to hug. He is literally without emotion, yet is totally in tune with emotion. Baymax is the best best friend Hiro could ever have.

In our episodes, Baymax's inherently deliberate speed with which he thinks, talks and acts controls the pace of a scene. He's calm, careful, and methodical. He tackles problems his way, in a specific order. As such, he can only focus on one "patient" at a time. He moves slowly. Tight spaces are a challenge. His limitations are our comic opportunities.

As a healthcare robot, Tadashi built Baymax to be tough and versatile. He can lift one thousand pounds! His biometric sensors can be used in unexpected ways, such as becoming a nearly flawless lie detector. He can regulate his temperature to warm or cool his patient. We'll look for ways to keep Baymax's bag of tricks fresh, but always rooted in his original mission.

With Hiro's battle armor enhancements, Baymax can do so much more... like fly with Hiro on his back... or fire his rocket-fist at a villain. Over the course of the series, Hiro will continue to create enhancements for Baymax so he can continue to surprise us with his abilities.

AUNT CASS

Aunt Cass loves her nephew, Hiro, even if raising a super genius can be a monumental challenge. She's perpetually (and comically) second guessing her parenting skills. If she only had time to really read that book she bought when two kids dropped into her life. But even without an expert's guidance, in the end her heart is in the right place and things tend to work out. Cass is frequently frazzled, but never bowed by her circumstance. It helps that Hiro looks out for her as much as she looks out for him.

As the sole proprietor of the Lucky Cat Café, Cass has plenty to keep her busy. She constantly tests new food items on Hiro and dreams up new theme nights and gimmicks for the café. To draw in customers, she's hosted Beat Poetry Night, Tuesday is Tea-day and many more. Hiro is tapped to help out with some of her schemes on occasion, usually just when he's got something big going down with Big Hero 6. Baymax is an even more frequent Café helper, dutifully mastering whatever task she puts in front of him as long as it doesn't require anything resembling speed. But at least his thermal controls allow him to warm a muffin on the way to a table.

Aunt Cass has no idea that Hiro and his friends are the superhero team BIG HERO 6. Hiro knows if she found out, she'd never let him out of the house. And he's kind of okay with that. Her unequivocal love is one of the powerfully positive influences on Hiro as he takes on life.

FRED

Fred is our super enthusiastic, super rich, super zany, superhero fanboy. He knows everything a man-child can know about comic books, science fiction, giant monsters and villainous modus operandi. Surrounded by hardcore science geeks, Fred is like the “English major” of the group, all imagination and intuition. While it may look like he gets by on dumb luck, Fred is definitely not dumb, he’s just gifted in his own unique way.

While Fred spends all of his free time hanging out at SFIT, it is because he is a “science enthusiast,” not a “student.” We suspect maybe his incredibly wealthy parents have funded a building or two so the school doesn’t ask too many questions about the weird kid who dresses as their unofficial mascot lizard.

Being part of BIG HERO 6 is Fred’s geek dream come true. Fred just recently discovered that his always-absent father has secretly been globe trotting superhero BOSS AWESOME for years. Fred has a lot of ideas for new powers and vehicles that Hiro could invent.

In his three-eyed monster Fredzilla super guise, Fred already has some built in cool powers. He can breathe fire, super jump and send up a choking smoke screen. Sometime he even finds an opportunity to put his old sign spinning skills to super use.

GO GO

The fastest woman on maglev wheels, Go Go is tough and fearless. With her blunt take no prisoners attitude, she is the best suited of the team for extreme superhero action, even if she is the most skeptical of its sometimes crazy conventions. Standing by her friends and always ready to provide back up, Go Go is who you want on your side when the odds are against you.

Even though she is a woman of few words, she makes them count with a blunt sarcastic aside or a withering reality check. She exudes loner cool, but her willingness to join the team belies that deep down, she's got a decided soft side. In fact, we'll discover that when she goes off on her own sometimes it's because she's an avid bird watcher. She's full of contradictions like that to keep everyone on their toes around her.

Go Go is a brilliant mechanical engineer, constantly discovering new ways to go faster, harder, and when possible cooler. She can fling her mag disks at a target and then skate on them to get out of the way on the rebound. Her love of speed defines her and she has short patience for anybody who slows her down. Except Baymax, she just has to accept him as he's built.

WASABI

Tightly wound order freak, Wasabi is all about careful planning and complete control, so the anything-can-happen world of super heroics will challenge him. With his lifelong devotion to risk avoidance, Wasabi might be the least suited to the action packed world of superheroics. Even though he's got the size and strength, he's kind of a big chicken. Heights, germs, enclosed spaces... You name it, Wasabi fears it. The guy has issues. But he always finds the courage to stick with his friends and help them in his own way. In a lot of ways, Wasabi is the audience point of view character, providing sensible reactions to insane situations.

Wasabi's physics expertise with plasma and lasers will definitely come in handy. His laser gloves can slice through just about anything, including some things he didn't intend to slice. He's still getting the hang of them.

The antithesis of Hiro's spontaneous approach to challenges, Wasabi's careful calculation provides a controlled yin to Hiro's chaotic yang. Wasabi can teach Hiro the benefits of being more cautious, and Hiro can show him that it's okay to take a risk sometimes.

HONEY LEMON

Chemistry genius and eternal optimist Honey Lemon is the most bubbly and upbeat of the team. No matter what terrible thing is happening she never loses her optimistic outlook. She counterbalances Go Go's dour darkness with her beaming light. She's the most empathetic of the group. Almost to a dangerous fault when she stops to try to see things from a villain's point of view. Her enthusiasm when it comes to experiments is over the top, bordering on mad scientist. But a mad scientist with a fondness for selfies and fashion forward style.

Her CHEM-PURSE is an amazing full chemistry lab built into a Kawaii cute handbag. By quickly punching a formula into its built in keypad, the chem-purse can instantly dispense chem balls that do anything from create an instant ice slick, or a sticky net, or even throw up an impenetrable shield. And she loves the opportunity to fire it up and get in the fight. True to her go-for-it nature, Honey almost gets a buzz from danger to the point the others sometimes need to coach her to dial it down for her own safety. It would be easy to see her and Hiro getting carried away with an experiment as they share a similar appetite for throwing themselves in 200%.

Appropriate to her love of fashion and style, Honey Lemon has a taste for the fine arts too. San Fransokyo Institute of Technology is fierce rivals with the crosstown San Fransokyo Art Insitute and only Honey Lemon can root for both sides. She totally reveres Lenore Shimamoto, a scientific and artistic genius from San Fransokyo's past (who will play a role in the present).

NEW CHARACTERS

PROFESSOR GRANVILLE

Professor Granville is the new dean at SFIT, and she immediately lowers the boom on Hiro. She's stern and tough as a general practice, but when it comes to Hiro... she takes it to a whole different level. Hiro and the audience will wonder, "Why does she give him such hard time?"

Over the course of Season One, Hiro and the audience will find out that she taught at the school twenty years ago until a disastrous event led to her resignation.

As a young firebrand teacher, Granville taught a teen genius (not unlike Hiro), and she encouraged the young man to recklessly push the envelope. The teen genius launched into a dangerous experiment that ended with an explosion. The injured boy was pulled from the school, and Professor Granville resigned.

Now, she's back to fill the void left by the incarcerated Professor Callaghan. More importantly, she's back because of Hiro. She sees that he has the same potential as her brilliant student from the past... potential for achievement or disaster. She will not let history repeat, so plays a forceful role in Hiro's education. What this means for Hiro is nothing but pain. This lady is hard on him. It's tough love, but only the tough is immediately apparent. She's so humorless, it's funny.

By the end of Season One, we will reveal that the student she failed in the past grew up to be... Obake, our Season One "big bad."

KARMI

Before Hiro Hamada came along, 16 year-old Karmi was the youngest student at the school. She enjoyed this claim to fame... which Hiro's presence has taken away. She hates Hiro. Strangely, she loves BIG HERO 6... especially the boy who leads the superhero team. So BIG HERO 6's number one fangirl is Hiro's bitter enemy at school.

Her unhealthy obsession with her bio-science research has resulted in her only "friends" being microscopic germs and viruses. Granville will push Hiro and Karmi together, thinking they will both benefit from the relationship. Since they are both brilliant and competitive, this sets the scene for comedic friction between the two frenemies.

VILLAINS

OBAKE

Obake is the villain behind the villains. His name loosely evokes “ghost” in Japanese. He is our Moriarity, a character known by few who operates in the darkest shadows. His quiet intensity unsettles those who do interact with him. He operates in secret, completely unknown to the people of San Fransoyko, even the police.

A brilliant scientist, he is all about the work. His devotion to scientific achievement has left him with total disregard for things like laws and ethics. If Alistair Krei’s company has made a breakthrough, Obake would not think twice about stealing it. If a reckless experiment endangered human lives, Obake would not hesitate to proceed.

Obake has operated in the shadows uninterrupted for so long that the emergence of BIG HERO 6 is an annoyance. But as the rookie superheroes repeatedly thwart his plans, Obake becomes determined to defeat them. This will lead Obake to elevate and outfit small time criminals and misfits, creating villains to take on BIG HERO 6.

His fixation on the heroes will focus on Hiro... the teen genius. In time, we will learn that Hiro and Obake share similar gifts and followed similar paths. He sees more than a little of himself in Hiro, and the boy’s current path as a waste of incredible talent.

Inspired by the accidental destruction caused by a scientist in the past, Obake’s long-term plan is to inflict a disaster on San Fransokyo, so he can rebuild it to his specifications. He envisions a time when he will not be in the shadows. He will be the brilliant mind leading a rebuilt city into a fantastic future.

ALISTAIR KREI

Alistair Krei is technically not a villain. BIG HERO 6 saved his life in the movie, and he's grateful. But he also knows their secret identities, which gives him some leverage. As a businessman, he does love leverage. He also loves taking shortcuts, cutting corners, and taking advantage of suckers. This ongoing behavior usually results in escalating technological troubles and grudge holding vengeance seekers. So Krei is not evil, but he can cause trouble for our heroes.

YAMA

Yama is the hulking crime boss from the bot fighting scene in the movie. In addition to bot fighting, he deals in stolen technology and other criminal activities. He commands a gang of street thugs and controls some of the city's criminal doings. When strong arm tactics are required, Obake will call on Yama for the assignment. In the series, Yama steps up his game to battle the heroic efforts of Big Hero 6.

GLOBBY

Globby is an incompetent thief named Dibs. When he manages to steal Honey Lemon's chem-purse, he gets into an accident involving some stolen Krei tech and the purse explodes covering him with chemical goop that can be controlled by his mind... emphasis on "can be"... He struggles to master this new power. Over time, he will learn how to use his stretching, stickiness, and other chemical capabilities to become a super villain.

HIGH VOLTAGE

High Voltage is a mother-daughter dance team... who rob banks. Barb is the pushy stage mom, and Juniper is the rising star daughter. They use a hovering energy orb to unleash electrical attacks as they tell a larcenous story through dance.

NED LUDD

The Muirahara Woods is an area outside of San Fransokyo where technology does not work right because of a strange meteorite that crashed there. The off-kilter hermit, Ned Ludd, was there when the meteorite crashed, and he has developed a bizarre bond with the weird rock, which he has named Bessie. He loves the natural wonders of the woods and hates all technology. He will start out as someone who just wants to be left alone, but he will eventually become someone trying to destroy technology because he thinks people would be better off without it.

BARON VON STEAMER

Baron Von Steamer is the city's oldest super villain. He used to battle Fred's father, Boss Awesome (voiced by Stan Lee himself... Excelsior!). His equipment and weapons are all steam powered like old time trains and steamships. His weaponry is old school, but the man remains determined to wreak havoc on San Fransokyo, and it's up to Big Hero 6 to thwart his evil schemes.

MR. SPARKLES

Mr. Sparkles is the host of a crazy online game show where he puts people through weird challenges and stunts. When the internet audience abandons him, he loses it. Desperate for a return to the top, Mr. Sparkles starts streaming a new deadly version of his show. And who could be more impressive contestants than the superhero team Big Hero 6?

MOMAKASE

Momakase is a supremely gifted sushi chef and thief-for-hire. She also runs an underground cooking competition. She expertly wields next gen graphene blades that can slice and dice through anything. In the world of tech crime, she challenges Big Hero 6, but in the cooking arena she ends up challenged by Aunt Cass.

THE MAD JACKS

The Mad Jacks are a trio of mercenaries that fly using jetpacks. They are incredibly tough guys who are all named Jack. Well, the team leader's actual name is Greg, but he goes by Jack because he's a team player. The Jacks are perpetually pumped and super psyched to wreak havoc... and said havoc will be awesome.

NOODLE BURGER BOY

Noodle Burger is Fred's favorite fast food restaurant. He's a huge fan of their burgers served on a ramen bun. When they try out a robotic version of their cute mascot, Noodle Burger Boy, Fred is thrilled, especially after the bot shows off his predictive powers. Unfortunately for Big Hero 6 and the city of San Fransokyo, Obake alters Noodle Burger Boy's programming to make him a force for mischievous evil.

THREE SCHOOL YEARS

In a fit of boundless optimism, we envision the series over three seasons that roughly track three San Fransokyo Tech school years for Hiro. Our goal is to not only give each season some touchstone markers, like holiday breaks and spring flings, but to make the school experience resonate for kids of all grades. There's a common flow to the school experience as you go from nervous underclassman to confident upper grade, whether it's elementary, middle, high school or college.

YEAR ONE – MAKING CHOICES

- Social challenges
- Fitting in
- What is easy? What is hard?
- The shadow of Tadashi
- Professor Granville

YEAR TWO – TAKING CHANCES

- Academic challenges
- Hiro must achieve
- By this point, Tadashi created Baymax
- What will Hiro's breakthrough be?

YEAR THREE – CHASING GREATNESS

- Epic challenges
- Going pro
- Work/study at Krei tech
- Villain team ups

SEASON ONE ARC: HISTORY & MYSTERY

As discussed earlier, Season One will be dominated by Hiro's new life as a student at San Fransokyo Tech and his new life as a rookie superhero. But there will also be an unfolding mystery with clues that date back to 1906 and an important chapter in the city's history.

San Fransokyo was rebuilt a hundred or so years ago after The Old City was leveled during an event that was referred to as "The Great Catastrophe." It was basically an epic combination of earthquake, fire, tsunami that destroyed almost everything.

When the new city was built on top of the ruins, portions of the few standing structures left of the Old City were entombed underground. This is part of the domain of Obake, our phantom mega villain. The painting in the episode "Failure Mode" is called "City Rising," and we will learn that hidden behind the masterpiece are Shimamoto's notes hinting at a Tesla-like device. Eventually, we will learn that this invention accidentally caused the "The Great Catastrophe." After this tragedy, Shimamoto abandoned science and devoted herself to art.

Obake intends to re-create her work to cause a modern "Great Catastrophe" so he can rebuild the city to match his vision of techno utopia.

TECHNOLOGY IS MAGIC

Clearly, technology plays a huge role in our show. But unlike a lot of super hero stories, we want to follow the lead of the feature and ground our technology in reality. Our goal is to avoid many of the staples of the genre (sorry about your shrink ray story) and find some fresher territory to explore.

Our techno gimmicks should be rooted at least to some degree in actual advanced research. We'd like to reflect a plausible futurism that projects the technological reality of 5 or 10 years hence. Our goal is to take some plausible technology and pivot off into something fun and fantastic. Think a personal bodyguard drone. A knife made of Graphene, the thinnest, hardest material ever. A flexible video display technology that can be worn like a mask to become the perfect ever-changing disguise. It's a tall order, but our goal is to introduce our audience to the scientific breakthroughs that will one day change lives, with enough of a twist to make for a fun super hero McGuffin.

We'd also like to feature the technology in the background too, like there were always some magic hijinks at Hogwarts. Things like robotic carts that collect trays in the cafeteria, or facial recognition schedule reminders. We should find ways that SFIT is a wonderland of effortless future applications.

We're looking for a deep dive into what's going on at the cutting edge, but, for example, some things that are going on in tech right now that might be story fodder are:

- Self-driving cars
- Laundry folding machine
- Microlattice metal
- Smart security

- Virtual reality
- Happaratus carving glove
- Night vision drones
- 3D printed bridge building robots
- Exo skeleton
- Nanobots
- Neuro Dream reader
- Flexible display technology
- Graphene
- Personal security drones
- Holographic displays

BIG HERO 6 SEASON ONE STORIES IN PROGRESS

Baymax Rebuilt – Part I

Picking up right before the end of the film, Hiro thinks Baymax is lost forever, until he finds the chip Tadashi designed to create Baymax. Hiro immediately gets to work rebuilding Baymax, his friend and link to Tadashi. However, Hiro's overconfidence and penchant for taking shortcuts get him into trouble and results in consequences that put himself and his friends in danger.

Baymax Rebuilt – Part II

Professor Granville pressures Hiro to focus on his school work, which leads him to decide he cannot be a superhero, too. But when Yama unleashes an army of destructive robots on the city, Hiro and his friends must don their gear and truly become Big Hero 6.

Fred's Brotillion

Fred is nervous about embarrassing his mother at his Brotillion, a party to introduce him to the high-society of San Fransokyo. However, before Fred has time to ruin the party, Baron Von Steamer, an old super-villain nemesis of Fred's superhero Dad, crashes the party to kidnap Fred, but mistakenly grabs Wasabi. Hiro, Baymax and the rest of Big Hero 6 have to help Fred find his self-confidence to defeat Steamer and save Wasabi.

Big Roommates 2

When Go Go reluctantly agrees to let Honey Lemon move in with her, their world views (negative versus positive) quickly clash. Meanwhile, a hapless purse thief gets more than he bargained for when he steals Honey Lemon's chem-lab purse and it turns him into a monster, who comes to be known as Globby. Honey Lemon feels guilty and abandons her positive outlook. Go Go has to inspire her to get it back to save the day.

Issue 188

Professor Granville assigns Hiro the unpleasant task of shadowing the school's second youngest student, Karmi, who resents Hiro's mere existence. As Hiro tries to find a way to connect to the prickly, Karmi, Go Go is forced to dive deep into comic book mythology with Fred to try to find a way to defeat High Voltage, a mother-daughter duo, who use electricity and the art of dance in their crimes.

Failure Mode

When his latest school project fails spectacularly, Hiro, unaccustomed to failure, becomes demoralized. Incompetent villain, Globby, returns to steal a famous painting. After enduring numerous defeats, he perseveres and finally one-ups Big Hero 6. Although the good guys lose, Hiro sees the value of learning from your failures.

Aunt Cass Goes Out

After Aunt Cass nearly figures out Hiro's secret life as a member of Big Hero 6, Hiro plays matchmaker to find Aunt Cass a boyfriend to distract her. However, he's upset when she finds one herself – Alistair Krei. Hiro's disapproval leads him (and Baymax) to follow Aunt Cass and Krei on a date. Things get increasingly complicated when an enemy of Krei's impersonates Krei, putting Aunt Cass in danger. Hiro learns it's best to leave Aunt Cass' personal life to Aunt Cass.

Impatient Patient

Even though he is clearly sick, Hiro refuses to listen to Baymax or his teammates and insists that he should not stay on the sidelines during a battle with the Mad Jacks, three airborne foes, all named Jack. Hiro's stubbornness leads to problems for the team and endangers Hiro himself. Hiro uses his inventor skills to find a way to both rest up and help the team.

Muirahara Woods

Hiro and Fred are obsessed with finding out where secretive Go Go goes during her down time. They, along with Baymax, follow her into the mysterious Muirahara Woods, where they get lost and, even worse, everything electronic strangely fails – including Baymax. Out of the city and out of his tech genius comfort zone, Hiro must overcome his disgust for nature and figure out a way to save Baymax from an eccentric anti-tech hermit, Ned Ludd.

Killer App

When Hiro and Wasabi collaborate on a school project, Wasabi's obsessive need for order clashes with Hiro's messy, chaotic workstyle. Meanwhile, a new villain rises, the super cute fast-food, robot mascot, Noodle Burger Boy, whose predictive powers seem unstoppable. Wasabi and Hiro must learn to respect and embrace their differences to save their friends and finish the project.

Food Fight

When Aunt Cass stumbles into a seamy underground cooking competition, she thrives and becomes addicted to the excitement and adulation. Hiro becomes the one worrying about his aunt, rather than the other way around. However, in the end, Aunt Cass proves something to herself and validates Hiro's faith in her when she plays a key role in taking down the dangerous, sushi-chef villain, Momakase.

Small Hiro One

Hiro becomes frustrated when he's deemed too young to attend a science workshop, hosted by SFIT's most famous alumni, Dr. Trevor Trengrove. Instead, he attends a workshop for children, run by the bubbly, Wendy Wower. But when Yama interferes with Dr. Trengrove's workshop, Hiro uses the "kid stuff" to help save the day and comes away with a deeper respect for Wower.

Mr. Sparkles Loses his Sparkle

Unable to come up with a functional super-suit delivery system, Hiro realizes he has a case of “inventor’s block.” Meanwhile, Mr. Sparkles, a deranged game-show host, threatens Mochi, forcing Go Go to get over her fear of looking stupid in public to beat his crazy obstacles. Mochi being in danger also focuses Hiro, pushing him to overcome his block by inventing Skymax, a rocket-bot that saves Mochi and becomes their suit delivery system.

Kentucky Kaiju

Feeling weak and useless in battle, Hiro decides to upgrade himself with a superpower of his own – super strength. Unfortunately, his new tech backfires and causes more than a few problems for Hiro at home and at school. But when Hiro and the rest of Big Hero 6 face off with a giant robotic monster that’s being controlled by a mysterious, unseen villain, Hiro realizes his true strength is his brain.

Rivalry Weak

Honey Lemon is secretly taking art classes at SFIT’s crosstown arch-nemesis SFAI (the San Fransokyo Arts Institute), and soon finds herself caught in the middle of both schools’ annual Rivalry Week tradition of playing pranks on each other! In addition to planning a statue heist, making historic discoveries about her hero, Lenore Shimamoto, and surviving Big Hero 6’s first battle with Obake, Honey Lemon must decide if she should keep her art school status secret from her friends.